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(54) Game system

(57) A game system which is capable of ensuring continuity of a game is provided. A game system for paying for recreation value according to progress of a game, has a magnetic information reading device for reading information in an attachable/detachable recording medium, an SRAM for storing state and history of a suspended game corresponding to each of the recording media, and a medal management device for paying for

recreation value according to progress of the game. Specifying information for specifying each of the recording media is recorded in each of the recording media, the state and history of the game are stored in the SRAM corresponding to the specifying information, and the rest of the game is continuously progressed by using the state and history of the game which were stored in the RAM corresponding to the specifying information read by the magnetic information reading device.

FIG. 4A

PLAYER'S DATA

ID CODE	
PERSONAL INFORMATION	PLAYER'S NAME(PREFIX TO BE GIVEN TO PLAYER'S HORSE),TOTAL NUMBER OF PLAY TIMES,ETC.
PLAYER'S HORSE INFORMATION	NAME CODE,SEX,HORSE TYPE INFORMATION (GLOWTH TYPE), AGE,NUMBER OF START TIMES,SPEED,STAMINA,CONDITION,EARNINGS,PAST FORM(FIRST,SECOND,FOURTH AND THEREAFTER), TRAINING TYPE
FINAL PLAY DATE	
REWRITING INFORMATION	
CHECK CODE	

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FIG. 4 B

MAGNETIC CARD INFORMATION

ID CODECHECK CODE	} SPECIFYING INFORMATION
CHECK CODE	
OTHER INFORMATION (SCREEN LAYOUT INFORMATION, ETC)	

Description

[0001] The present invention relates to a game system which pays for recreation value according to progress of a game.

[0002] In a medal game machine which is installed in a game center or the like, the continuity of a suspended game cannot be obtained. For example, in the case where a player plays a game in a specified game machine and comes back to the game machine a few days later, the previous game is not related to this game in progress of the game, and this game is not influenced by the result of the previous game.

[0003] In a conventional medal game machine, while a game is continued, a player cannot leave the game machine. For this reason, it was difficult to apply such a medal game machine to a field of a game where a player enjoys a game which continues for hours and enjoys a process of a change in a parameter of an object according to player's operation, such as a horse raising game in horse racing where a player's horse is trained and its ability is changed so as to be raised. Moreover, in order to improve appeals of games in medal game machines, it is greatly desired to provide a medal game machine which can ensure continuity of a suspended game.

[0004] It is an object of the present invention to provide a game system which can ensure continuity of a game.

[0005] A first aspect of the invention provides a game system for paying for recreating value according to progress of a game, characterized by including: reading means for reading information in an attachable/detachable recording medium; storage means for storing a state and a history of a suspended game corresponding to the information in each of the respective recording medium; game progress means for progressing a game; and paying means for paying for recreation value according to the progress of the game in the game progress means, wherein specifying information for specifying each of the recording media is recorded in each of the recording media, the state and history of the game are stored in the storage means corresponding to the specifying information, and the game progress means continuously progresses the rest of the game using the state and history of the game stored in the storage means corresponding to the specifying information read by the reading means.

[0006] In the present invention, since the states and histories of the game stored in the storage means are used, the continuity of the game can be secured. Moreover, since the states and histories of the game are stored in the storage means, it is not necessary to record the states and history of the game in a recording medium. For this reason, improper use of the recording medium can be prevented efficiently.

[0007] A second aspect of the invention provides the game system according to the first aspect, characterized by further including: writing means for writing infor-

mation into the recording medium, wherein the writing means writes the specifying information into the recording medium at the time of suspending the game.

[0008] A third aspect of the invention provides the game system according to the first aspect, wherein the writing means rewrites the specifying information in the recording medium at the time of suspending the game.

[0009] In this case, since the specifying information is rewritten every time the game is suspended, improper use of the recording medium can be prevented effectively.

[0010] A fourth aspect of the invention provides the game system according to second or third aspect, further including: specifying information collating means for collating the specifying information stored in the recording medium and in the storage means; and specifying information creating means for creating the specifying information based on the state and history of the game, wherein the writing means writes the specifying information created by the specifying information creating means into the recording medium, and the specifying information created by the specifying information creating means is stored in the storage means.

[0011] In this case, since the specifying information is created based on the state and history of the game, the specifying information is different from each other very time of the creation. Therefore, improper use of the recording medium can be prevented efficiently.

[0012] A fifth aspect of the invention provides the game system according to one of the first through fourth aspects, further including: a common field for progressing the game; and a plurality of stations for accepting input operations by a player relating to the game progressed in the common field.

[0013] A sixth aspect of the invention provides the game system according to the fifth aspect, wherein the reading means is provided to each of the stations.

[0014] In this case, it is not necessary to carry the recording medium out of the station.

[0015] A seventh aspect of the invention provides the game system according to the sixth aspect, wherein the storage means includes a first storage device provided to each of the stations for temporarily storing the state and history of the game generated according to the input operations, and a second storage device for updating the old state and history of the game by means of the state and history of the game stored in the first storage device.

[0016] In this case, devices with suitable performance are used as the first storage device and the second storage device so that quickness of treating the state and history of the game and enlargement of the storage capacity for the state and history of the game can be compatible with each other.

[0017] An eighth aspect of the invention provides the game system according to the seventh aspect, wherein the game progress means reads the corresponding state and history of the game from the second storage

device into the first storage device based on the specifying information read by the reading means, and continuously progresses the game using the state and history of the game read into the first storage device.

[0018] In this case, devices with suitable function are used as the first storage device and the second storage device so that the quickness of treating the state and history of the game can be ensured.

[0019] A ninth aspect of the invention provides the game system according to one of the first through eighth aspects, wherein the state and history of the game include final play information for specifying time at which the game was played last time, and the older states and histories of the game stored in the storage means take priority of being deleted.

[0020] In this case, free capacity in the storage means can be secured rationally.

[0021] A tenth aspect of the invention provides the game system according to one of the first through ninth aspects, wherein the state and history of the game include raising results of an object to be raised by the player on the game.

[0022] In this case, continuity of the raising game can be ensured.

[0023] An eleventh aspect of the invention provides the game system according to the tenth aspect, wherein the state and history of the game include the raising results of an object to be raised by the player on the game, and the object to be raised participates in a race on the game, and the object displays its ability in the race according to the raised results.

[0024] A twelfth aspect of the invention provides the game system according to one of the fifth through eighth aspects, wherein the state and history of the game include raised results of an object to be raised by the player in the station, and the object to be raised participates in a race on the game in the common field, and the object displays its ability in the race according to the raised results.

[0025] A thirteenth aspect of the invention provides the game system according to the twelfth aspect, wherein the object to be raised is a race horse on the game, and the object is nominated for the race in the common field.

[0026] A fourteenth aspect of the invention provides a game system for paying for recreation value according to progress of a game, characterized by including: reading means for reading information in an attachable/detachable recording medium; writing means for writing a state and history of a suspended game into the recording medium; game progress means for progressing a game; and paying means for paying for recreating value according to progress of the game in the game progress means, wherein the game progress means continuously progresses the rest of the game using the state and history read by the reading means.

[0027] In this invention, since the state and history of the game stored in the recording medium are used, the

continuity of the game can be ensured.

[0028] A fifteenth aspect of the invention provides a game system for paying for recreation value according to progress of a game, characterized by including: a first game machine; a second game machine; storage means for storing a state and history of a suspended game in the first game machine; and communication means for connecting the second game machine and the storage means, wherein the first and second game machines are provided with: reading means for reading information in an attachable/detachable recording medium; game progress means for progressing a game; and pay means for paying recreation value according to progress of the game in the game progress means, specifying information for specifying each of recording media is recorded in the recording medium, the state and history of the game are stored in the storage means corresponding to the specifying information, the game progress means of the second game machine acquires the state and history of the game which were stored in the storage means corresponding to the specifying information read by the reading means of the second game machine via the communication means, and continuously progresses the rest of the game in the second game machine using the acquired state and history of the game.

[0029] In this invention, since the states and histories of the game stored in the storage means are used, the continuity of the game can be secured. Moreover, since the states and histories of the game stored in the storage means are obtained via communication means, the rest of the game played in a first game machine can be played in a second game machine.

[0030] A sixteenth aspect of the invention provides the game system according to one of the first through fifteenth aspects, further including right/wrong judging means for judging right or wrong of the specifying information read by the reading means.

[0031] In this case, since a judgment is made by right/wrong judging means as to right or wrong of specifying information in the recording medium, improper use of the recording medium can be prevented efficiently.

[0032] A seventeenth aspect of the invention provides the game system according to one of the first through sixteenth aspects, wherein a magnetic card is used as the recording medium.

[0033] In order to ease understanding of the invention, the reference numerals of the attached drawings are given here with them being put in parentheses, but the present invention is not limited to the forms in the drawings.

[0034] FIG. 1 is a perspective view showing an outline of a game system according to an embodiment of the present invention which is applied to a medal game machine.

[0035] FIG. 2 is a control block diagram showing a main control portion of a game machine of the present invention.

[0036] FIG. 3 is a control block diagram showing a station control portion of the game system of the present invention.

[0037] FIG. 4(a) is a diagram showing a data structure of player's data; and FIG. 4(b) is a diagram showing a data structure of magnetic card information.

[0038] FIG. 5 is a flowchart showing a cycle control process.

[0039] FIG. 6 is a flowchart showing a process in a station control device after a magnetic card is inserted.

[0040] FIG. 7 is a flowchart showing a raising process.

[0041] FIG. 8 is a diagram showing a player's horse selection screen.

[0042] FIG. 9 is a diagram showing a stable selection screen.

[0043] FIG. 10 is a diagram showing a horses' name selection screen.

[0044] FIG. 11 is a diagram showing a race selection screen.

[0045] FIG. 12 is a diagram showing a leading jockey selection screen.

[0046] FIG. 13 is a diagram showing a training process screen.

[0047] FIG. 14 is a diagram showing a data display screen.

[0048] FIG. 15 is a diagram showing a cycle of a game progress.

[0049] FIG. 16 is a flowchart showing a collating process.

[0050] FIG. 17 is a flowchart showing a data updating process.

[0051] FIG. 18 is a diagram showing a bet screen.

[0052] There will be described below a game system according to one embodiment of the present invention with reference to FIGS. 1 through 18.

[0053] FIG. 1 is a perspective view showing an outline of a game system according to the present embodiment. In the present embodiment, the game system of the present invention is applied to a so-called medal game machine which is installed in a game center (arcade) or the like.

[0054] As shown in FIG. 1, a game machine 1 has a field 2 which is provided to the center portion, and a plurality of stations 3 which are provided so as to surround the field 2.

[0055] The field 2 is provided with a racetrack 22 having a race gate 21, and models of horses (not shown) are made to run in the racetrack 22 so that races proceed like a real horse racing. A plurality of speaker systems 26 for outputting a sound and the like of a running commentary on a race are provided on the circumference of the field 2.

[0056] Each of the stations 3 is provided with a display 31 for displaying a game screen according to the game progress, and a touch panel 32 which is superposed on the display surface of the display 31. When a player touches a predetermined position of the game screen displayed on the display 31 according to commands of

the game screen, the position is detected by the touch panel 32 and an operated content of the player is recognized in the game machine 1. Moreover, each of the stations 3 is provided with a medal insertion portion 33 through which a medal as a recreation value is inserted by the player, a medal pay opening 34 from which medals are paid to the player, and a magnetic card insertion opening 35 through which a magnetic card is inserted.

[0057] As shown in FIG. 1, a display portion 23 for displaying a name of a game and the like, and an illuminating device 24 which illuminates the field 2 are supported above the field 2 by supporting bars 25.

[0058] Next, there will be described below a summary of contents of a game using the game machine 1. In the game machine 1, races whose names are the same as those of JRA (Japan Racing Association) are successively held according to predetermined cycles. About sixty races for one year are prepared, and for each of the races, betting time, namely, time for purchasing a betting ticket, time for executing a race using the models of horses, and time for displaying race results are secured. Time for executing the races changes according to distances and the like of the respective races. The races for one year cycle once for about two hours, and when the races for one year are completed, races for the next year are started successively.

[0059] The player expects orders of arrival for each race, and can purchase betting tickets freely. The player can purchase betting tickets by betting medals, and when the purchased betting tickets coincide with the race results, a number of medals which are in accordance with a number of bet medals and odds are paid to the player. Here, the purchase of betting tickets means that the player bets medals on an expected order of arrival.

[0060] In addition, the player can participate in a game as a horse owner. Namely, the player can select a desirable horse from prepared race horses, and can purchase this horse with a predetermined number of medals. Moreover, the player can select a stable of the purchased horse of his/her own will. The name of the purchased horse is created by combining a name selected from names previously stored in the game machine main body and a name inputted by the player (for example, player's name). The player trains the purchased horse and raises the horse. Moreover, the player can nominate the raised horse for a desired race, and can select a jockey at the time of the nomination.

[0061] In order to ensure the continuity of the game play in the case where the player participates in the game as the horse owner, a magnetic card for storing an ID code of the player and the like is used in the game machine 1. Results of the past games of the player are stored as player's data in the game machine 1, and the ID code and the like of the magnetic card is collated with the ID code included in the stored player's data so that necessary player's data are read so as to be used for the game. For this reason, the player carries the mag-

netic card so as to enjoy the rest of a game at any time.

[0062] In such a manner, in the game machine 1, the races according to the schedule of the actual races in Japan proceed continuously, and the player can purchase betting tickets for desirable races as a spectator, and can purchase and raise a race horse as a horse owner and participate in the races.

[0063] FIG. 2 is a control block diagram showing a main control portion for controlling the operation of the game machine 1 synthetically, and FIG. 3 is a control block diagram showing a station control portion provided to each of the stations 3.

[0064] As shown in FIG. 2, the main control portion which is arranged on a side of the field 2 has a main control device 101, a field control portion 102 for controlling running of the models of horses in the field 2, an illuminating device 103 for illuminating the field 2, a sound device 104 for generating sounds for reproducing an atmosphere of the racetrack, an SRAM 105 and a flash memory 106 for storing player's data, and a ROM 107 in which programs necessary for the games and various data bases are stored. The sound device 104 has the speaker systems 26 (FIG. 1). The data bases stored in the ROM 107 include 256 types of horses' names selected by the player and their sound data, various data relating to the respective horses, schedule of the races and the like.

[0065] As shown in FIG. 2, the main control device 101 is connected with the field control portion 102, the illuminating device 103, the sound device 104, the SRAM 105, the flash memory 106 and the ROM 107.

[0066] The power source of the SRAM 105 is always backed up by battery or the like. Moreover, the two SRAMs 105 and the two flash memories 106 are provided, and the same data are stored in the two SRAMs 105 and flash memories 106. As a result, even when one of the data are destroyed, the data are not lost.

[0067] As shown in FIG. 2, the SRAM 105 and the flash memory 106 have two units 105A and 105B and units 106A and 106B respectively, and when one unit malfunctions or is replaced, the other unit can be used as backup.

[0068] As shown in FIG. 3, the station control portion which is provided to each of the stations 3 has a station control device 201, the display 31, a medal managing device 203 for managing payment of medals, a magnetic card driving device 204 for driving a magnetic card inserted into the magnetic card insertion opening 35, the touch panel 32, a medal insertion sensor 206 for detecting a medal inserted via the medal insertion portion 33, a RAM 207 for temporarily storing player's data, a magnetic information reading device 208 for reading magnetic information of the magnetic card inserted into the magnetic card insertion opening, and a magnetic information writing device 209 for writing magnetic card information into the magnetic card.

[0069] As shown in FIG. 3, the station control device 201 is connected with the display 31, the medal manag-

ing device 203, the magnetic card driving device 204, the touch panel 32, the medal insertion sensor 206, the RAM 207, the magnetic information reading device 208 and the magnetic information writing device 209.

[0070] In addition, as shown in FIGS. 2 and 3, the station control device 201 of each of the stations 3 is connected with the main control device 101, and necessary communication can be executed between the station control device 201 and the main control device 101.

[0071] FIG. 4(a) shows a data structure of the player's data which are stored and managed per player. The player's data include information about a state and history of a game. As shown in FIG. 4(a), the player's data are composed of an ID code allocated to each player, personal information about the player, information about a player's horse relating to a player's horse, last play date information for specifying the date on which the player played the game last time, rewriting information for recording updating of the data, and a check code for preventing interpolation of the magnetic cards and the like.

[0072] In the present embodiment, the ID code and check code are used as specifying information.

[0073] The ID code is a number which is allocated to one player, and it is set so as not to overlap an ID of another player's data.

[0074] The personal information is information relating to a player such as a name of the player and a total number of play times. The personal information is used as data for game contents and also as customer managing data. Here, the player's name is used also as a prefix which is given to a name of a player's horse included in the information about the player's horse.

[0075] The information about the player's horse is composed of a name code for specifying a name of each horse, sex, horse type information specified as a growth curve, age, a number of entries, speed, stamina, condition, accumulated earnings, forms per past race (for example, first, second or fourth and thereafter), a training type determined according to a selected stable and the like.

[0076] The last play date represents a date on which the player played last time using the player's data. More concretely, the last play date represents elapsed days from a certain past day, such as January 1, 1999. The last play date and the player's data are compared so that incompatibleness can be checked. As a result, the data of the last play date can be utilized for preventing indirection.

[0077] The personal information and the information about a player's horse and the last play date information are used as a game history for ensuring continuity of a suspended game.

[0078] The rewriting information is a numerical value which increases every time the player's data are updated by a training process or the like, mentioned later. In the case where the player's data are updated based on the game play in the station 3, an even number value is

stored as the rewriting information. However, in the case where the player's data are updated finally in the main control device 101 due to any reasons such as an accident of the station 3 or the like, this numerical value obtains an odd number until next updating.

[0079] The player's data are retained in the SRAM 105 or the flash memory 106. Moreover, when the player plays a game in the station 3, necessary player's data are read into the RAM 207 of the corresponding station 3 so as to be utilized for various processes in the station 3.

[0080] The check code is an error detecting code which is created based on the respective data of the ID code, personal information, information about a player's horse, last play date and rewriting information, and it is used for checking existence of interpolation and accident in the magnetic card, and as to whether or not the player's data are transmitted and received properly between the station 3 and the main control device 101.

[0081] FIG. 4(b) shows specifying information to be recorded in the magnetic card. The specifying information is used for specifying a player, and as shown in FIG. 4(b), the specifying information is composed of the ID code and check code of the player's data. The other data composing the player's data are not recorded in the magnetic card. As a result, the indirection of interpolation of the magnetic card information can be prevented. As shown in FIG. 4(b), also information which is not used for creating the error detecting cord, such as layout information and the like on the screen which is not related to the game progress, can be recorded in the magnetic card. Description of Operation

[0082] There will be described below a part of the operation of the game machine 1 with reference to FIGS. 5 through 18. Various input operations which are performed by the player according to the display on the display 31 are recognized in the station control device 201 based on a signal outputted from the touch panel 32, but the description of the process for recognizing the input operations will be omitted.

[0083] FIG. 5 is a flowchart showing a cycle control process which is carried out in the main control device 101. The cycle control process is carried out in order to carry out the annual races in predetermined order and to direct switching timing of various processes included in the races.

[0084] In the cycle control process, the main control device 101 makes control so as to execute (1) a betting process, namely, a process for purchasing betting tickets, (2) a race process for a making horses to enter and executing a race, (3) a race result display process for displaying order of arrival and odds in the race and the like, and (4) a data updating process for transmitting latest player's data from each of the stations 3, and updating the player's data in the SRAM 105.

[0085] According to the above processes, while the game machine 1 is operated, the annual races held in Japan are executed one by one in predetermined order

and with a period of about 2 minutes for 1 cycle. A raising process, mentioned later, is executed with a predetermined period within the above cycle together with the above processes (see FIG. 15). FIG. 15 shows a part of the race cycle which is controlled by the cycle control process.

[0086] Next, there will be detailed below the cycle control process. At step S1 in FIG. 5, starting of the betting process is commanded. Upon receiving this command, the betting process is executed in the station control device 201 in each of the stations 3. Next at step S2, the sequence waits until the betting process is completed so as to go to step S3.

[0087] At step S3, starting of the race process is commanded. Upon receiving this command, an operation for running models of horses and various processes (not shown) for realizing output of necessary sounds and the like are executed based on the control of the main control device 101. At next step S4, the sequence waits until the race process is completed so as to go to step S5.

[0088] At step 5, starting of the race result display process is commanded. Upon receiving this command, a predetermined process (not shown) for displaying order of arrival, odds, allotment and the like on the display 3 is executed in the main control device 101. At next step S6, the sequence waits until the race result display process is completed so as to go to step S7.

[0089] At step 7, a data updating command for updating the player's data is transmitted, and the sequence waits until the data updating process is completed at step S8 so as to go to step S9. At step S9, the race is updated to a next race and the sequence returns to step S1. At step S8, when a data updating completion flag which is set by the data updating process is ON, a judgment is made that the data updating process is completed, and the data updating completion flag is turned OFF at step S9. The data updating process will be described later.

[0090] Next, there will be described below a process of the station control device 201 in the case where a magnetic card is inserted into the magnetic card insertion opening 35 of the station 3 with reference to FIG. 6.

[0091] At step S101 in FIG. 6, the sequence waits until the magnetic card is inserted into the card insertion opening 35 so as to go to step S102, and a judgment is made as to whether or not the inserted magnetic card is a new card. When the judgment is made NO, the sequence jumps to step S109. When the judgment is made as YES, the magnetic card driving device 204 and the magnetic information reading device 208 are controlled at step S103 so that the ID code and check code of the magnetic card are read.

[0092] At next step S104, the ID code and check code of the inserted magnetic card are transmitted to the main control device 101, and the main control device 101 is requested to retrieve the player's data whose ID code is identical to the ID code of the magnetic card (FIG. 6 "A"). Upon receiving this request, the main control de-

vice 101 retrieves the ID code, but this process will be mentioned later.

[0093] At next step S105, the sequence waits for response from the main control device 101 and goes to step S106 so that a new ID code transmitted from the main control device 101 is retained in the RAM 207. The response from the main control device 101 and the like (FIG. 6 "B") will be mentioned later.

[0094] At next step S107, when as a result of the retrieval in the main control device 101, the judgment is made that the player's data whose ID matches the ID of the magnetic card exist, the sequence jumps to step S110. When the judgment is made that the player's data whose ID does not match with the ID of the magnetic card do not exist, at step S108 the states that the contents of the magnetic card are improper or the past information is deleted due to the expiration are displayed on the display 31, for example, so that these states are posted to the player. At next step S109, new personal information is prepared and the sequence goes to step S110.

[0095] At step S110, process necessary for the game play by the player is executed. The raising process (FIG. 7), mentioned later, is included in the process. The process at step S110 is continued until a judgment is made that the play is completed at step S111.

[0096] When the judgment is made that the play is completed at step S111, a check code is created based on the latest player's data, and the new (current) ID code and check code are written into the magnetic card (step S113), and the magnetic card is ejected (step S114).

[0097] At step S115 a state and history (player's data) of the final game stored in the RAM 207 are transmitted to the main control device 101, and when proper transmission is checked (step S116), the player's data in the RAM 207 are deleted at step S117 and the process in FIG. 6 is completed. The state and history (player's data) of the game transmitted at step S115 are stored in the SRAM 105 and are retained therein until the player plays a game next time.

[0098] There will be described below the raising process at step S200 with reference to FIGS. 7 through 15. FIG. 7 is a flowchart showing the raising process (step S200) which is executed in the station control device 201.

[0099] At step S201 in FIG. 7, a judgment is made as to whether or not an operation for selecting purchase of a horse is performed by the player, and the judgment is made as YES, the sequence goes to step S202. At step S202 a judgment is made as to whether or not the player have already owned eight horses referring to the player's data stored in the RAM 207, and when the judgment is made as YES, the sequence returns to step S201, and when the judgment is made as NO, the sequence goes to step S203. In the case where the player have already owned eight horses, the player cannot purchase more horses.

[0100] There will be described below the process at

step S203 with reference to FIGS. 8 through 10. FIG. 8 is a diagram showing a player's horse selection screen, FIG. 9 is a diagram showing a stable selection screen, and FIG. 10 is a diagram showing a horse name selection screen.

[0101] At step S203 a process that the player purchases horses is executed. In this process, the player's horse selecting screen shown in FIG. 8 is displayed on the display 31 with reference to the player's data in the RAM 207.

[0102] The horses which have already been owned by the player are displayed on a left area 301 of the player's horse selection screen (three horses are displayed in FIG. 8). Information about the three horses which are candidates to be purchased is displayed on a right area 302. Moreover, a bet button 302a which shows a bet number necessary for purchasing the respective horses is displayed in an area 302 which is allocated to the respective horses as candidates. A comment on one of the horses displayed as candidates is displayed in an area 303 provided above the area 301. This comment is displayed in such a manner that a comment button 302b for the corresponding horse is operated by the player.

[0103] In FIG. 8, the three horses are displayed in the area 302, but a number of horses may be set to a larger value, or candidates to be displayed are replaced successively at predetermined timing or an operation by the player so that a selectable number of horses can be increased.

[0104] When the player operates the purchase button 302a, a horse corresponding to the purchase button 302a is selected and purchased as a player's horse. A number of bets (a number of medals) paid by the player at the time of the purchase of a horse is set to a value according to the ability of the horse, and in the case of a strong horse, a number of bets becomes larger.

[0105] As shown in the area 302, a growth type, a suitable distance and the like such as precocity and late developer are set for the respective horses, and the player can select the raising method which is suitable for a character of the horse, or can select a race for which the horse is nominated. As shown in the process at step S202, the player cannot own nine and more horses.

[0106] The horses displayed on the area 302 can be changed for each of the stations 3, and the horses to be displayed may be changed according to current credit. For example, in the station 3 where the credit is low, horses whose purchase prices are low may be mostly displayed, and in the station 3 where the credit is high, horses whose purchase prices are high may be mostly displayed. Moreover, only horses which can be purchased by current credit may be displayed on the area 302 of the respective stations 3. In such a manner, when the display of horses is changed according to credit, a number of horses to be displayed is decreased so that the display on the screen can be simple. Moreover, since only horses which can be substantially purchased

by the player are displayed, the operation by the player becomes simple. A number of current credits is displayed on an area 306 at the lower-right corner of the player's horse selection screen.

[0107] The purchase of the player's horses is stored by updating the player's data in the RAM 207.

[0108] As shown in FIG. 8, during the game, an area 307 is obtained on a right end portion of the screen so that game modes in the station 3 (betting ticket purchase mode, horse raising mode) can be changed. When the player operates the buttons on the area 307, a mode is changed into the mode corresponding to the operated button, and a predetermined game screen corresponding to the mode is displayed on the display 31. The data display mode, horse purchase mode, nominating mode and training mode which compose the raising mode are changed by operating the buttons on the area 307.

[0109] After the purchase of the horses, a stable selection screen shown in FIG. 9 is displayed on the display 31 with reference to the player's data in the RAM 207. A right side of the stable selection screen is provided with areas 304A, 304B and 304C for selecting three types of stables: normal stable; stamina stable and speed stable. Fix buttons 304a are provided respectively in the areas allocated respectively to the stables, and when the player operates the fix button 304a, the stable corresponding to the fix button 304a is selected.

[0110] Information about a horse purchased this time is displayed on an area 305 provided on a upper right side of the stable selection screen, and the player can select a stable while referring to that information.

[0111] As shown in the areas 304A through 304C, when the stamina stable is selected, the horse is raised as long distance type, when the speed stable is selected, the horse is raised as short distance type, and when the normal stable is selected, the horse is raised as average type which does not lean towards the long distance type or short distance type.

[0112] The selected stable is stored by rewriting the player's data in the RAM 207.

[0113] After the selection of the stable, the horse name selection screen shown in FIG. 10 is displayed on the display 31 with reference to the player's data in the RAM 207. As a horse name to be used for the player's horse, one horse name is selected from prepared 256 types of horse names. A right side of the horse name selection screen is provided with an area 311 for retrieving a horse name using initials. Moreover, an area 312 on which three horse names according to the initials selected by a button 311a is provided below the area 311. As shown in FIG. 10, a name that prefix "Konami" is added to a horse name "idle" is displayed on the area 312. The prefix is nothing but the name of the player included in the personal information (see FIG. 4(a)). When buttons 312c and 312d provided on the area 312 are operated, horse names arranged in the order of the Japanese syllabary can be changed successively. When the player operates the fix button 312a provided on the area

312, the horse name displayed on the left side of the button 312a is selected as a formal name of the horse purchased this time.

[0114] The horse name included in the names of player's horses is outputted as a sound via the sound device 104 at the time of live call when the horse is nominated for the race so that presence of the race is improved. In such a manner, the name of the player's horse is created by combining the horse name which is selected from prepared 256 types of horse names and the prefix, and the horse name is outputted as a sound so that a special horse name which does not overlap another player's horse names can be secured and the horse name can be outputted as natural sound at the time of live call.

[0115] The name of the player's horse is stored as the player's data in the RAM 207.

[0116] After the above process is completed, the sequence returns from step S203 to step S201 (FIG. 7).

[0117] Meanwhile, when the judgment at step S201 is made as NO, the sequence goes to step S204 so that a judgment is made as to whether or not the player selects nomination for the race. When the judgment is made as YES, the sequence goes to step S205 so that a judgment is made as to whether or not the player owns a player's horse. When the judgment is made as YES, the sequence goes to step S206, and when the judgment is made as NO, the sequence returns to step S201.

[0118] There will be described below the process at step S206 in FIG. 7 with reference to FIGS. 11 and 12. FIG. 11 is a diagram showing the race selection screen, and FIG. 12 is a diagram showing the jockey selection screen.

[0119] At step S206 a process for selecting a race for which the horse is nominated is executed. In this process, at first the race selection screen shown in FIG. 11 is displayed on the display 31 with reference to the player's data in the RAM 207. A left side of the race selection screen is provided with an area 321 where a list of the player's horses is displayed, and when the player operates buttons 321a and 321b of the area 321, the horse names can be scrolled up and down. The horse selected currently is displayed on an area 321c at the topmost part.

[0120] A right side of the race selection screen is provided with an area 322 where race names are displayed, and an area 323 where each of nominatable horses in each displayed on the area 322 is displayed. As shown in FIG. 11, prize money and start condition in the case where a horse come in first or second in each race are displayed together with the race names on the area 322. Four types of words: "Recorded" which represents that the nomination of corresponding horse has been already recorded; "Nominatable" which represents the corresponding horse is nominatable; "Condition disagrees" which represents that the corresponding horse disagrees with the start condition; and "Closed" which represents that the nomination recording is closed are displayed on the area 323. As a result, the player can

recognize as to whether or not the horses are nominatable.

[0121] As for the horse displayed on the area 321c, namely, the selected horse, the above four types of words as well as buttons 323a where a number of bets to be paid by the player are displayed as the nomination recording condition in the races for which the horse is nominatable are provided. When the player operates the button 323a, the nomination of the selected horse is recorded for the race corresponding to the operated button 323a. For example in FIG. 11, when the player operates the button 323a corresponding to "Derby", the horse displayed on the area 321c is recorded as a horse to be nominated for "Derby". When the buttons 323b and 323c are operated, the race names arranged in the order of fixture can be scrolled in a right-and-left direction.

[0122] An upper part of the area 321c is provided with an area 324 where information about the horse selected currently is displayed, and when a retire button 324a on the area 324 is operated, the horse displayed on the area 321c can be retired.

[0123] Next, the jockey selection screen shown in FIG. 12 is displayed on the display 31. On this screen, a jockey who rides on the recorded horse is selected. Since the abilities vary from respective jockeys, the percentage of victories in the races changes according to the selected jockeys. Moreover, since mount tactics vary from the respective jockeys, it is necessary to judge congeniality between the jockeys and running type of the nominated horses. For this reason, skill which is equivalent to that of the actual horse racing is required, and reality of the games can be improved.

[0124] Salary of the jockeys according to their ability or the like, namely, jockey's share in the case where the horse nominated for the race acquires prize money is set. For example, in the case of a front-rank jockey, the percentage of victories is high, namely, the jockey's share is 60 % and player's share is 40 %. In the case of a third-rate jockey, the percentage of victories is low, namely, the player's share is 100 %. In this case, as for the race where prize money is two-hundred medals, for example, when a first-rate jockey on the horse wins the race, the player can acquire eighty medals, and when a third-rate jockey on the horse wins the race, the player can acquire two-hundred medals.

[0125] Therefore, the player can select a jockey taking not only odds of the medal game but also odds of the race into consideration. Accordingly, in the present embodiment, diversified ways to enjoy the game can be provided to the player.

[0126] As shown in FIG. 12, the percentage of the jockey's share and the mount method (front running, stretch running and the like) as well as the jockey's names are displayed on the area 324, and the player can select a jockey referring to the jockeys' share. When the player operates the buttons 324a arranged on the area 324, the jockey corresponding to the button 324a is set as a jockey who rides on the horse in the race.

[0127] The jockey who rides on the horse is stored by rewriting the player's data in the RAM 207.

[0128] After the above process is completed, the sequence returns to step S201.

[0129] Meanwhile, the judgment at step S204 is made as NO, the sequence goes to step S207 so that a judgment is made as to whether or not the player selects training of the player's horse. When the judgment is made as YES, the sequence goes to step S208. At step S208 a judgment is made as to whether or not the player has already owned horses referring to the player's data in the RAM 207, and when the judgment is made as YES, the sequence goes to the training process at step S209. When the judgment is made as NO, the sequence returns to step S201.

[0130] There will be described below the training method at step S209 with reference to FIG. 13.

[0131] In the training process, the player bets his/her medals so that the horse is trained, and as a number of bet medals is large, the ability of the horse after the training is improved more. For example, the player can bet one through three medals and the trained result according to the number of medals can be obtained. Since the player bets medals and trains the horse so that the ability of horse is improved and the percentage of victories in the race can be heightened, the player can raise the horse in a form that the medals are saved for the horse.

[0132] In such a manner, in the present embodiment, since the horse can be trained, the player can enjoy the reality that the player's horse is raised to be a strong race horse.

[0133] The ability of the horse is represented by a plurality of parameters (stamina, speed, condition). In the training process, the player cannot select as to which parameter nor how much a numerical value of the parameter is increased. Moreover, the player cannot select the training menu (contents of the training) either. Which parameter and how much the value of the parameter is increased is determined in the station control device 201 according to the selected stable and the number of bets. As a result, the horse can be trained without requiring a complicated input operation.

[0134] As shown in FIG. 13, a table, which shows sex, age, earning, parameter, stable and previous training method of the player's horse, is displayed on an area 331 on a lower side of the training process screen. The display of the table can be scrolled by operating the button 331a and the button 331b. The horse which is currently selected as a horse to be trained is displayed on a topmost part 331c of the area 331. The parameters of this horse are displayed as the trained results also on an area 332 on the upper left side of the training process screen. In the area 332, as the trained results, 332a represents the stamina, 332b represents the speed, and 332c represents the condition, and their grades are known by a number of highlighted starts, and they are added to the ability of the horse.

[0135] The upper right side of the training process

screen is provided with an area 333 where the description of the training methods is displayed, and an area 334 where buttons for selecting the training methods are arranged. Buttons 334a through 334e which shows the training methods such as "Rest", "According to horses", "Rigorous", "Extremely rigorous" and "Same as the last time" are arranged on the area 334, and the player operates the buttons 334a through 334e so that the training method according to the operated button is selected.

[0136] When "Rest" is selected, the horse is not trained this time. When "According to horses" is selected, the horse is trained in such a manner that the horse does not get much tired but the ability is not improved very much. When "Extremely rigorous" is selected, the horse is trained in such a manner that the horse gets tired very much but the ability is improved by leaps and bounds. When "Rigorous" is selected, the horse is trained to a type between the "According to horses" and "Extremely rigorous". Moreover, when "Same as the last time" is selected, the horse is trained in the manner same as the manner used for the horse last time. As a result, the trouble of input operations can be saved.

[0137] When the training process is completed, the sequence returns to step S201.

[0138] The training process at step S209 is executed only from the starting of the betting process to the starting of the next betting process as shown in FIG. 15. At the time when the next betting process is started, the training process is forcibly ended, and the sequence returns from the step S209 to step S201. Moreover, only one-time training is possible per this period, and the training cannot be repeated two or more times. Therefore, the player's horse cannot be raised rapidly with neglecting the passage of time assumed by the cycle of the races, and reality is given to the raising speed of the horse.

[0139] The trained results obtained by the selected training method and this training are stored by rewriting the player's data in the RAM 207.

[0140] Meanwhile, when the judgment at step S207 is made as NO, the sequence goes to step S210. At step S210, a judgment is made as to whether or not the completion of the raising process is selected by the player's operation, and when the judgment is made as NO, the sequence goes to step S211.

[0141] At step S211, a judgment is made as to whether or not the data display process is selected by the player's operation, and when the judgment is made as YES, the sequence goes to the data display process at step S212. When the judgment is made as NO, the sequence returns to step S201.

[0142] There will be described below the data display process at step S212 with reference to FIG. 14. FIG. 14 shows the data display screen displayed on the display 31 in the data display process. An area 341 provided to the upper side of the data display screen is provided with display 341a of a table of G1 race victory or defeat, and display 341b of results of the leading jockeys. Moreover,

an area 342 where a table of results of the horses is displayed is provided to the lower side of the data display screen. As shown in FIG. 14, the horses' names, age, sex, earnings and past form are displayed on the area 342.

[0143] When the process at step S212 is completed, the sequence returns to step S201.

[0144] Meanwhile, the judgment at step S210 is made as YES, the sequence returns to step S111 (FIG. 6).

[0145] The above data display is carried out by referring to the player's data stored in the RAM 207.

[0146] There will be described below a player's data retaining method, the process in FIG. 16 and the data updating process (FIG. 7).

[0147] In this game machine 1, as destinations where the player's data (FIG. 4(a)) is retained, two storage devices: the SRAM 105 and the flash memory 106 are prepared. A unit price per capacity of the SRAM 105 is comparatively high, but the access speed is high and a life against rewriting is long. For this reason, in the present embodiment, player's data which might be rewritten frequently are stored in the SRAM 105. On the contrary, player's data where the last play date is comparatively old are retained in the flash memory 106 with large capacity where a unit price per capacity is low.

[0148] Since the destinations where the player's data are stored are divided as mentioned above, in the present embodiment, the SRAM 105 takes priority of being used as the destination where the player's data are retained, and when the capacity of the SRAM 105 becomes insufficient, the player's data where last updating date is older are transferred successively to the flash memory 106 so that free space is formed in the storage area of the SRAM 105. Moreover, the player's data retained in the flash memory 106 are deleted manually or deleted automatically after a predetermined period of time passes from the last updated date. As a result, free space is secured in the flash memory 106. It is desirable that the player is warned of the term of a guarantee that the player's data are not deleted and are retained as the term of validity of the game play. Balance of a period up to the deletion and capacities of the SRAM 105 and the flash memory 106 is set in a suitable range so that the player's data can be managed suitably.

[0149] When the player comes back to the game machine 1 and the player's data which have been already transferred to the flash memory 106 are reused and updated, as described later in the process in FIG. 16, the player's data are transferred from the flash memory 106 to the SRAM 105. In the case where the player frequently plays games and the updating interval of the player's data is short, during the games, the player's data are still retained in the SRAM 105 without being transferred to the flash memory 106.

[0150] There will be described below the collating process with reference to FIG. 16. The collating process is started in response to the request of the station control device 201 at step S104 (FIG. 6), and this process is

executed in the main control device 101.

[0151] At step S301 in FIG. 16 the player's data retained in the SRAM 105 are retrieved. At next step S302 a judgment is made as to whether or not the player's data, which include the ID code identical to the ID code which was requested to be retrieved at Step S104, are found. When the judgment is made as YES, the sequence goes to step S303 so that a judgment is made as to whether or not the check code transmitted at step S104 matches the check code of the player's data found at the SRAM 105. When the judgment is made as YES, the sequence goes to step S314, and when the judgment is made as NO, the sequence returns to step S301.

[0152] When the judgment at step S302 is made as NO, the sequence goes to step S304 so that the player's data retained in the flash memory 106 are retrieved. At next step S305 a judgment is made as to whether or not the player's data, which include the ID code identical to the ID code which was requested to be retrieved at step S104, are found. When the judgment is made as YES, the sequence goes to step S310 so that a judgment is made as to whether or not the check code transmitted at step S104 matches the check code of the player's data found in the flash memory 106. When the judgment is made as YES, the sequence goes to step S311, and when the judgment is made as NO, the sequence returns to step S304. At step S311 a judgment is made as to whether or not a free area exists in the SRAM 105. When the judgment at step S311 is made as NO, the player's data which have not been updated for the longest time in the SRAM 105 are transferred to the flash memory 106 (step S312), and the sequence goes to step S313. When the judgment at step S311 is made as YES, the sequence skips to step S313. At step S313 the state and history of the games (player's data) found in the flash memory 106 are copied to the SRAM 105, and the sequence goes to step S314.

[0153] Meanwhile, when the judgment at step S305 is made as NO, at step S306 a judgment is made that the player is a new player or the player's data in the flash memory 106 have been already deleted. At next step S307 a judgment is made as to whether or not a free area exists in the SRAM 105. When the judgment at step S307 is made as NO, the player's data which have not been updated for the longest time in the SRAM 105 are transferred to the flash memory 106 (step S308), and the sequence goes to step S309. When the judgment at step S307 is made as YES, the sequence skips to step S309. At step S309 the state and history of the games (player's data) found in the flash memory 106 are copied to the SRAM 105, and the sequence goes to step S314.

[0154] At step S314 a new ID code is created, and at next step S315 the new ID code, the retrieved results, and the found game history or newly created history are transmitted to the station control device 101, and the process in FIG. 16 is ended. The ID code which was transmitted in the process at step S315 is retained at step S106 (FIG. 6). Moreover, the judgment at step

S107 and the process at step S108 are carried out based on the transmitted contents at step S315.

[0155] There will be described below the data updating process with reference to FIG. 17. The data updating process is started in response to the data updating command (FIG. 5) at step S7, and it is carried out in the main control device 101.

[0156] At step S401 of FIG. 17 a command for requesting the transmission of the player's data, namely, a player's data transmission command is transmitted to the station control device 201 of the respective stations 3. Here, upon receiving the player's data transmission command, the process for transmitting the player's data to the main control device 101 is carried out in the station control devices 201 of the respective stations 3.

[0157] At next step S402 the sequence waits for the reception of the player's data from all the stations 3 so as to go to the step S403. At step S403 the player's data retained in the SRAM 105 are rewritten into the player's data transmitted from the station control devices 201 of the stations 3, and the sequence goes to step S404.

[0158] At next step S404 a judgment is made as to whether or not the updating of the player's data is completed in all the stations 3 to where the player's data are transmitted to the main control device 101. When this judgment is made as NO, the sequence goes to step S405, and an object of the player's data in the SRAM 105 to be rewritten is changed into next station 3, and the sequence returns to step S401. When this judgment is made as YES, a data updating end flag is turned ON at step S406, and the process is ended. The data updating end flag is, as mentioned above, a flag to be judged at step S8 in the cycle process of FIG. 5, and when the data updating end flag is ON, the sequence goes from step S8 to step S9. Therefore, when the updating of the player's data is completed in all the stations 3, the sequence goes to a next race process.

[0159] As mentioned above, in the present embodiment, since the states and histories of the games up to the last time are retained as the player's data, when the player comes back to the game, the rest of the game which was suspended last time can be restarted. However, while the game machine 1 is operated, annual races are held successively in the game machine 1, and one year from a game viewpoint passes within two to three hours. Therefore, for example, in the case where the player ends the play at the race of "Yayoi Prize (March)" and the player comes back a few days after and restarts the play at the time of the "Derby (June)" race, a dozen years on the game has passed. At this time, if it is regarded that the time on the game has passed according to the operating time of the game machine 1 and the play is restarted, the player's horse has not been trained at all for a dozen years and the horse got old. For this reason, the player loses an interest in the games.

[0160] For this reason, in the present embodiment, the passage of time on the games is managed inde-

pendently per player, and in the above case, the play is restarted at the time of the "Yayoi prize" race where the player suspended the play and the "Derby" race in the same year, and it is regarded that the horse has rested for three month on the game. As a result, even when the game is suspended, when the player restarts the play, the player's horse can display the ability sufficiently, and the player can enjoy the schedule of the JRA sufficiently. Since it is not preferable that the passage of time on the game is reversed, for example, in the case where the play is suspended at the "Derby (June)" race and the play is restarted at the "Yayoi (March)" race, it is regarded that the restarted race is the "Yayoi (March)" race in the next year. Namely, the player's horse has rested for nine months.

[0161] FIG. 18 shows the betting screen displayed on the display 31 in the betting process. As mentioned above, in the betting process, the player can purchase betting tickets of the races (see FIGS. 5 and 15). As shown in FIG. 18, the upper left side of the betting screen is provided with an area 351 where race names are displayed, the upper right side of the betting screen is provided with an area 352 where information about the horses nominated for the race is displayed, and the lower side of the betting screen is provided with an area 353 where odds of the race are displayed. In the betting process, the player operates a predetermined place of the area 352 so as to be capable of purchasing betting tickets.

[0162] Here, the betting screen display method may be changed according to the results of the player's horses. For example, in the case where the player's horse wins the G1 race, the display image of the horse displayed on the area 352 can be different from those of the other horses, or the display layout of the horse can be different from those of the other horses.

[0163] In the present embodiment, since the states and histories of the play are not stored in the magnetic card but in the game machine 1, in the case where the respective game machines 1 are installed independently, the player cannot play the rest of the game unless the player uses the same game machine 1. Therefore, a plurality of game machines are connected via some communication means so that the player's data can be transmitted. When the player's data are transmitted, the player can play the rest of the game using another game machine.

[0164] In addition, the states and histories of the games may be stored in a portable recording medium such as a magnetic card or an IC built-in card. In this case, since the game can be continued by using the information stored in the portable recording medium, a game machine which is used for continuing the rest of the game is not limited. Therefore, the player can enjoy the rest of the games in another place where the game machine is installed.

[0165] In the present embodiment, every time the game is suspended, the ID code is changed (step

S314), but it is not always necessary to change the ID code every time. Moreover, since improper use of the magnetic card can be prevented by the process for changing the check code, the ID code is not changed and a constant ID code may be set in one magnetic card. Moreover, only ID code may be used as the specifying information.

[0166] The present embodiment referred to the race horse raising game as an example of the raising, but for example, the present invention can be applied also to games where player can enjoy a process for tuning up a car in an auto race or a process for improving the ability of a cycle racer. In the specification, "Raising" includes a general idea that the ability of all objects in games is improved and the ability is controlled.

[0167] According to a first aspect of the invention, since the states and histories of the game stored in storage means are used, the continuity of the game can be secured. Moreover, since the states and histories of the game are stored in the storage means, it is not necessary to record the states and history of the game in a recording medium. For this reason, improper use of the recording medium can be prevented efficiently.

[0168] According to a fourteenth aspect of the invention, since the states and histories of the game stored in a recording medium are used, the continuity of the game can be secured.

[0169] According to a fifteenth aspect of the invention, since the states and histories of the game stored in the storage means are used, the continuity of the game can be secured. Moreover, since the states and histories of the game stored in the storage means are obtained via communication means, the rest of the game played in a first game machine can be played in a second game machine.

[0170] According to a sixteenth aspect of the invention, since a judgment is made by right/wrong judging means as to right or wrong of specifying information in the recording medium, improper use of the recording medium can be prevented efficiently.

Claims

1. A game system for paying for recreating value according to progress of a game, comprising:

reading means for reading information in a attachable/detachable recording medium;
storage means for storing a state and a history of a suspended game correspondingly to the information in each of the respective recording medium;
game progress means for progressing a game; and
paying means for paying for recreation value according to the progress of the game in said game progress means,

- wherein specifying information for specifying each of the recording media is recorded in each of the recording media;
the state and history of the game are stored in said storage means correspondingly to the specifying information; and
said game progress means continuously progresses the rest of the game using the state and history of the game stored in said storage means correspondingly to the specifying information read by said reading means.
2. A game system according to claim 1, further comprising:
writing means for writing information into said recording medium,
wherein said writing means writes the specifying information into the recording medium at the time of suspending the game.
3. A game system according to claim 2, wherein said writing means rewrites the specifying information in the recording medium at the time of suspending the game.
4. A game system according to claim 2 or 3, further comprising:
collating means for collating the specifying information stored in the recording medium and in said storage means respectively; and
specifying information creating means for creating the specifying information based on the internal information in said game system,
wherein said writing means writes the specifying information created by said specifying information creating means into the recording medium; and
the specifying information created by said specifying information creating means is stored in said storage means.
5. A game system according to any one of claims 1 through 4, further comprising:
a common field for progressing the game; and
a plurality of stations for accepting input operations by a player relating to the game progressed in said common field.
6. A game system according to claim 5, wherein said reading means is provided to each of said stations.
7. A game system according to claim 6, wherein said storage means includes:
a first storage device provided to each of said stations, for temporarily storing the state and history of the game generated according to the input operations; and
a second storage device for updating the old state and history of the game by means of the state and history of the game stored in said first storage device.
8. A game system according to claim 7, wherein said game progress means reads the corresponding state and history of the game from said second storage device into said first storage device based on the specifying information read by said reading means, and continuously progresses the game using the state and history of the game read into said first storage device.
9. A game system according to any one of claims 1 through 8, wherein the state and history of the game include final play information for specifying time at which the game was played last time; and
wherein the older states and histories of the game stored in said storage means take priority of being deleted based on the final play information.
10. A game system according to any one of claims 1 through 9, wherein the state and history of the game include raising results of an object to be raised by the player on the game.
11. A game system according to claim 10, wherein:
the state and history of the game include the raising results of an object to be raised by the player on the game; and
the object to be raised participates in a race on the game, and the object displays its ability in the race according to the raised results.
12. A game system according to any one of claims 5 through 8, wherein:
the state and history of the game include raised results of an object to be raised by the player in the station; and
the object to be raised participates in a race on the game in the common field, and the object displays its ability in the race according to the raised results.
13. A game system according to claim 12, wherein the object to be raised is a race horse on the game, and the object is nominated for the race in the common field.
14. A game system for paying for recreation value according to progress of a game, comprising:

reading means for reading information in a attachable/detachable recording medium;
 writing means for writing a state and history of a suspended game into the recording medium;
 game progress means for progressing a game; 5
 and
 paying means for paying for recreating value according to progress of the game in said game progress means,
 wherein said game progress means continuously progresses the rest of the game using the state and history read by said reading means. 10

15. A game system for paying for recreation value according to progress of a game, comprising: 15

a first game machine;
 a second game machine;
 storage means for storing a state and history of a suspended game in said first game machine; 20
 and
 communication means for connecting said second game machine and said storage means, wherein said first and second game machines are provided with: 25
 reading means for reading information in an attachable/detachable recording medium;
 game progress means for progressing a game;
 and
 pay means for paying recreation value according to progress of the game in said game progress means, 30
 wherein specifying information for specifying each of recording media is recorded in the recording medium, 35
 the state and history of the game are stored in said storage means correspondingly to the specifying information,
 said game progress means of said second game machine acquires the state and history of the game which were stored in said storage means correspondingly to the specifying information read by said reading means of said second game machine via said communication means, and continuously progresses the rest of the game in said second game machine using the acquired state and history of the game. 40 45

16. A game system according to any one of claims 1 through 15, further comprising right/wrong judging means for judging right or wrong of the specifying information read by said reading means. 50

17. A game system according to any one of claims 1 through 16, wherein a magnetic card is used as the recording medium. 55

FIG. 1

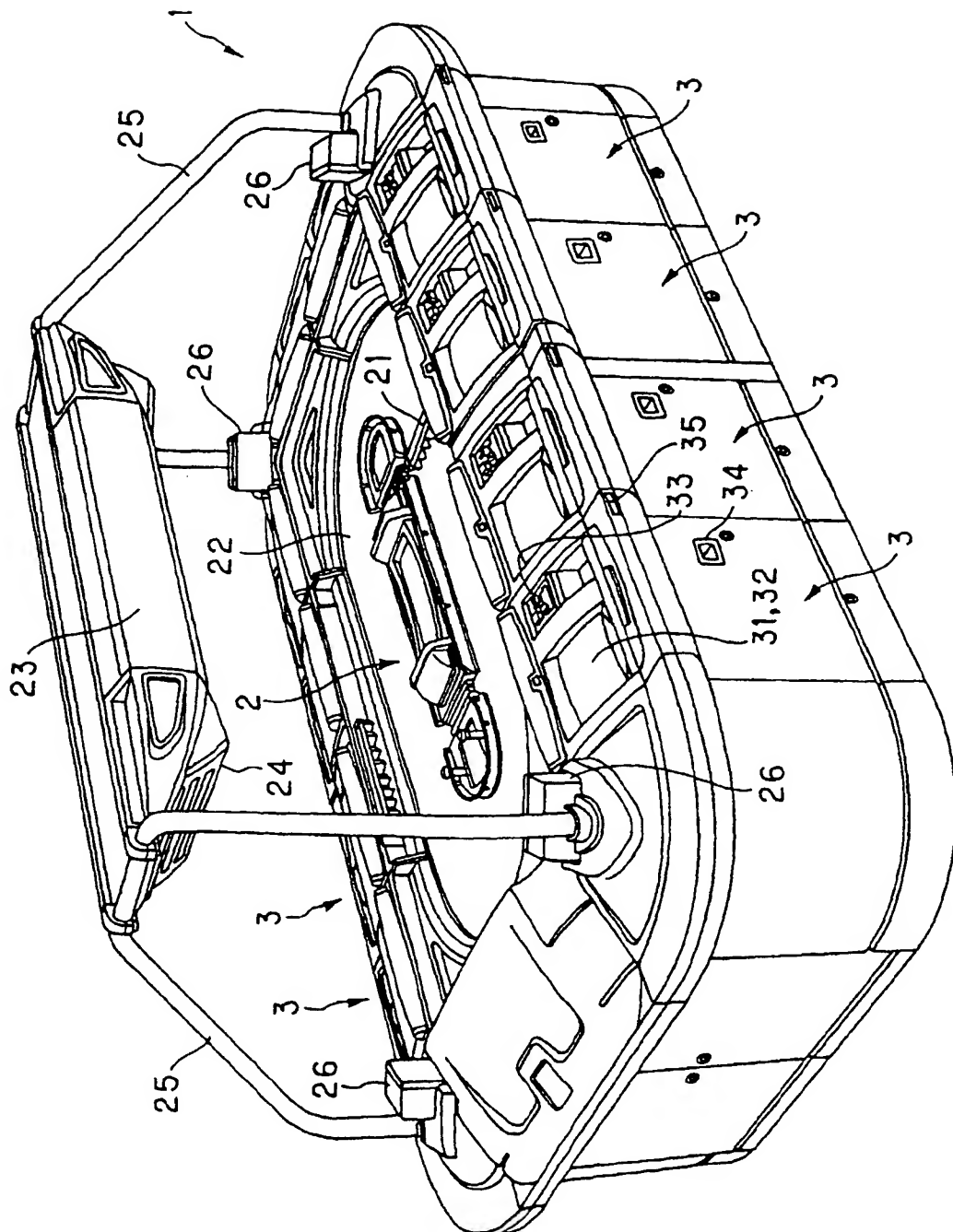


FIG. 2

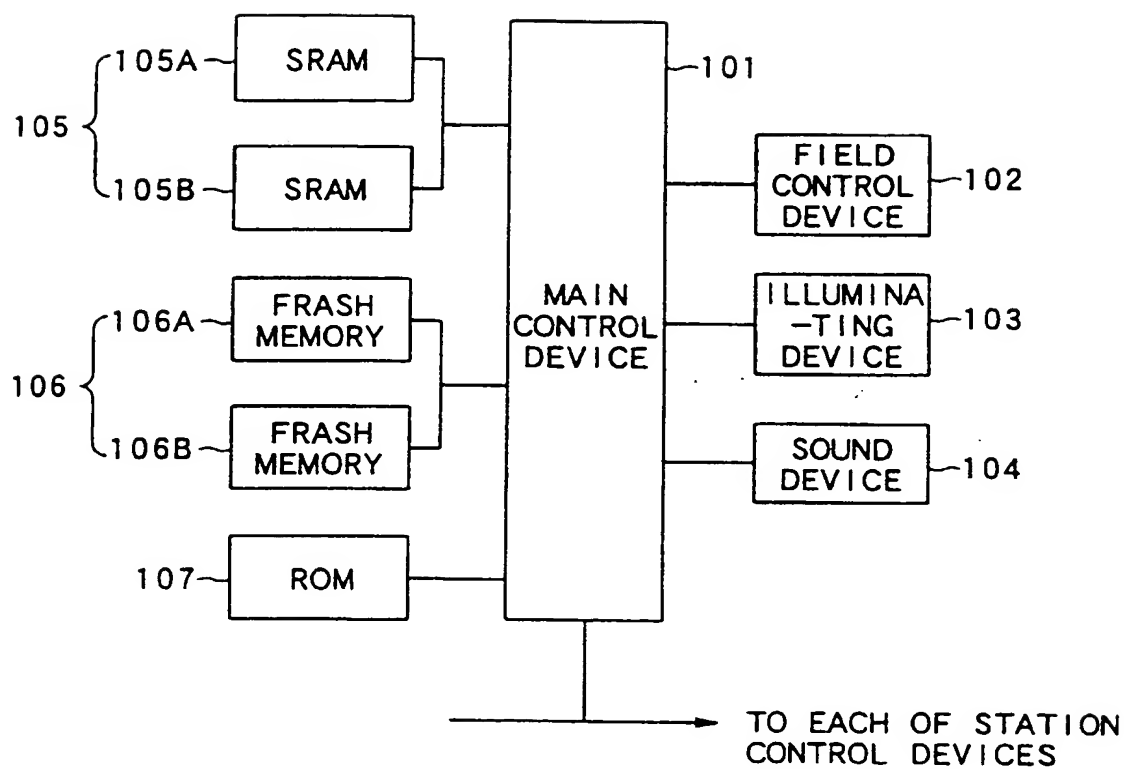


FIG. 3

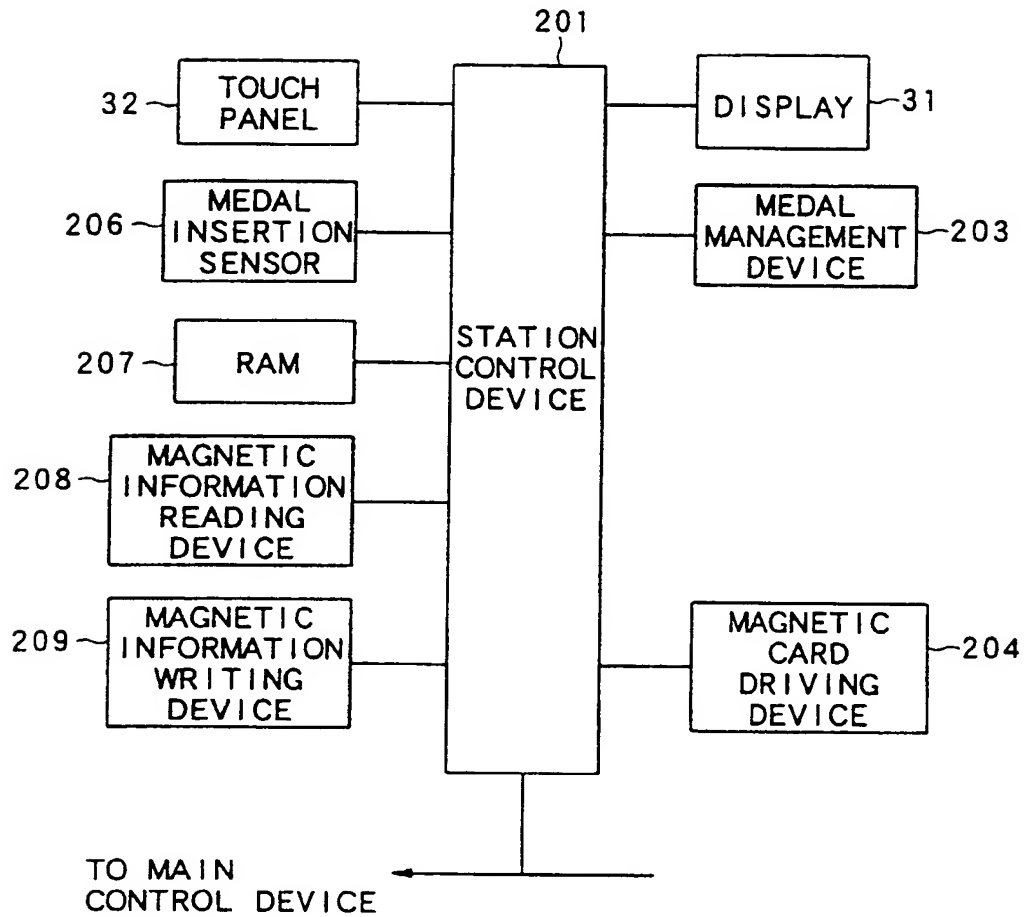


FIG. 4A

PLAYER'S DATA

ID CODE	
PERSONAL INFORMATION	PLAYER'S NAME(PREFIX TO BE GIVEN TO PLAYER'S HORSE),TOTAL NUMBER OF PLAY TIMES,ETC.
PLAYER'S HORSE INFORMATION	NAME CODE,SEX,HORSE TYPE INFORMATION (GLOWTH TYPE), AGE,NUMBER OF START TIMES,SPEED,STAMINA,CONDITION,EARNINGS,PAST FORM(FIRST, SECOND, FOURTH AND THEREAFTER), TRAINING TYPE
FINAL PLAY DATE	
REWRITING INFORMATION	
CHECK CODE	

FIG. 4B

MAGNETIC CARD INFORMATION

ID CODE	CHECK CODE	} SPECIFYING INFORMATION
CHECK CODE		
OTHER INFORMATION (SCREEN LAYOUT INFORMATION, ETC)		

FIG. 5

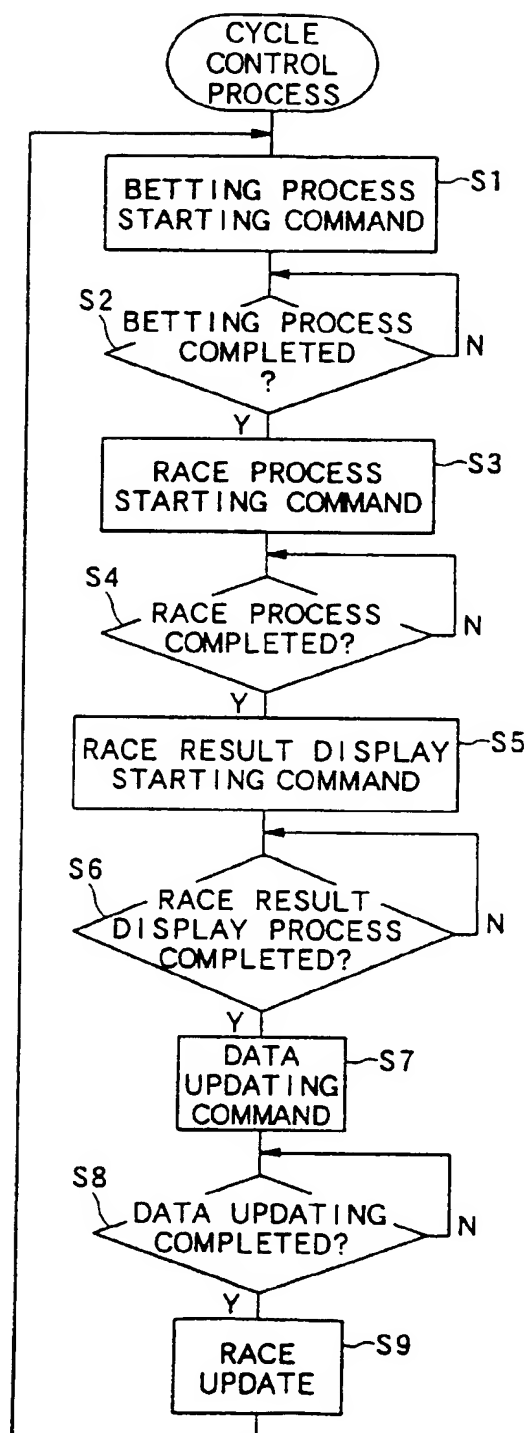


FIG. 6

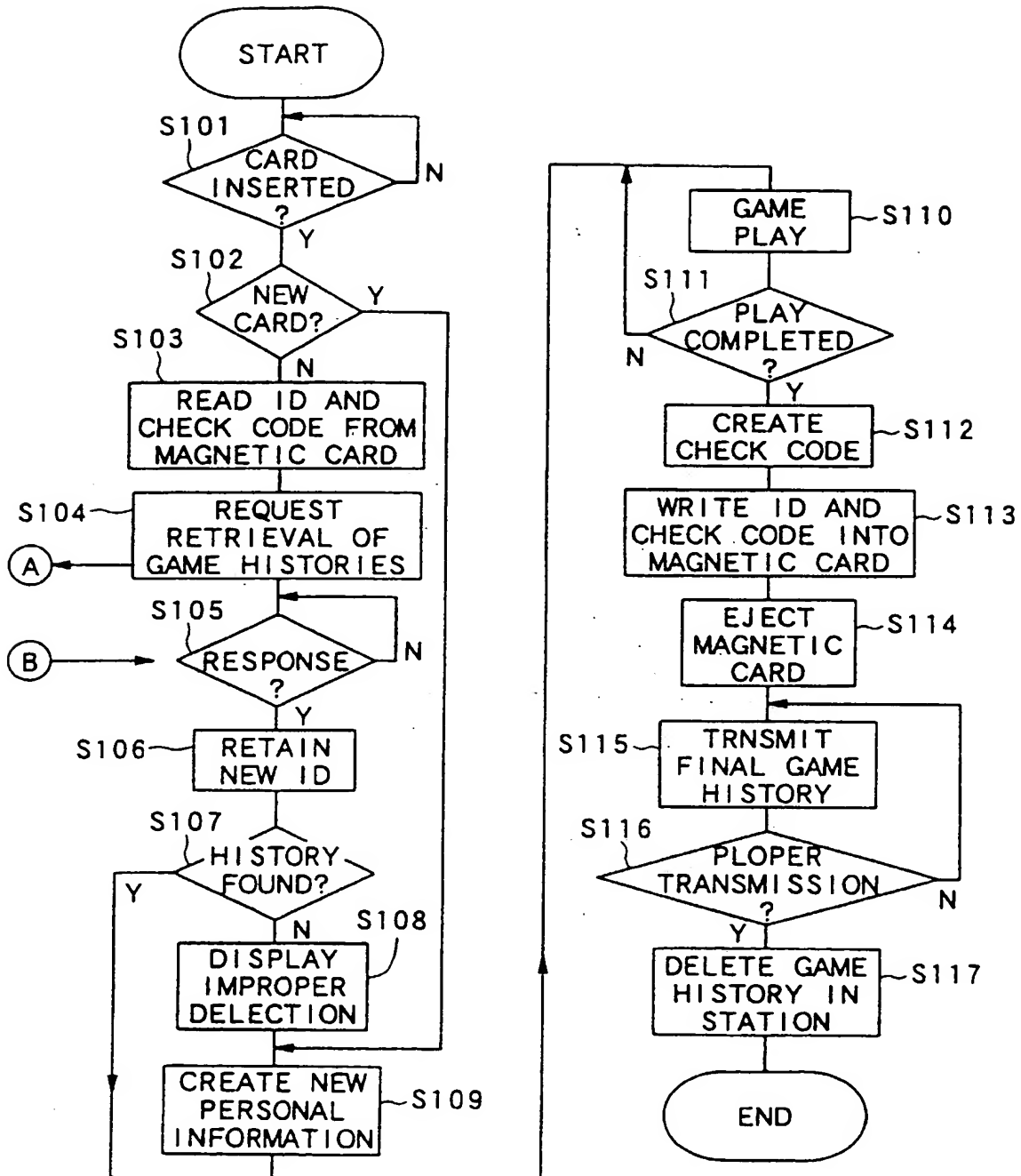


FIG. 7

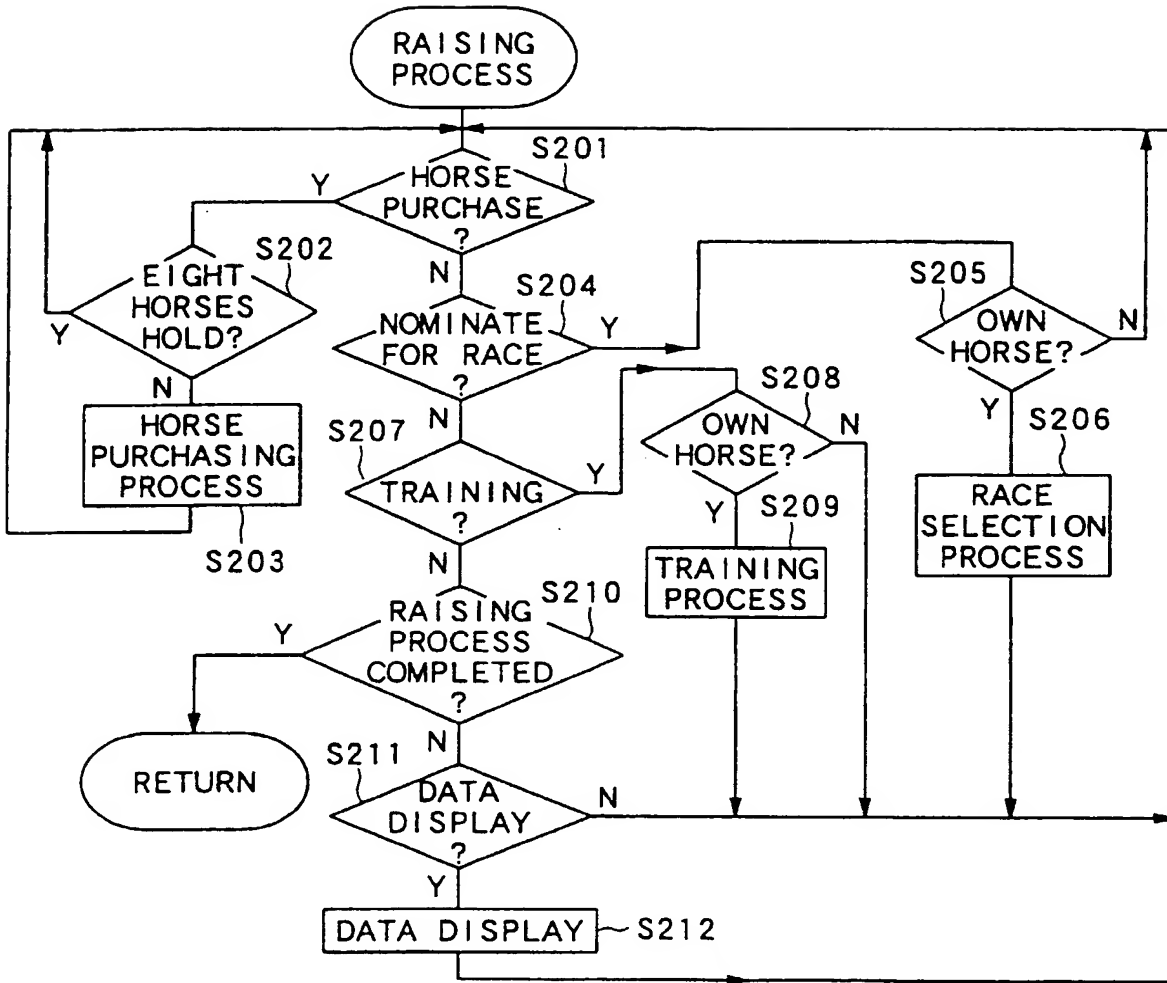


FIG. 8

307

302b

302a

302

306

302

301

DATA

PURCHASE
PLAYER'S
HORSE

NOMINATE

TRAINING

RAISING

BETTING
TICKET

GUIDE

CANCEL

EJECT
CARD

CREDIT_01234

(Foreign) ROTCH LOVE WINK SILK 99 4 year-old female
CHESTNUT FATHER: SILK JUSTICE
MOTHER: PREMIUM THUNDERS
GRAND FATHER: OGURICAP EXCELLEN
GROWTH TYPE: LATE DEVELOPER
SUITABLE DISTANCE: MIDDLE DISTANCE
BROTHER: SHINKHO SPLENDOR
EARNINGS: 2300
*** BET PURCHASE COMMENT

(Foreign) ROTCH LOVE WINK SILK 99 4 year-old female
CHESTNUT FATHER: SILK JUSTICE OGURI
MOTHER: PREMIUM THUNDERS SUN
GRANDFATHER: OGURICAP EXCELLEN
GROWTH TYPE: LATE DEVELOPER
SUITABLE DISTANCE: MIDDLE DISTANCE
BROTHER: SHINKHO SPLENDOR
EARNINGS: 2300
*** BET PURCHASE COMMENT

ROTCH LOVE WINK 99 4 year-old female
CHESTNUT FATHER: SILK JUSTICE
MOTHER: PREMIUM THUNDER
GRANDFATHER: OGURICAP
GROWTH TYPE: LATE DEVELOPER
SUITABLE DISTANCE: MIDDLE DISTANCE
BROTHER: SHINKHO SPLENDOR
EARNINGS: 2300
*** BET PURCHASE COMMENT

BET WILL BE CLOSED SOON!

CREDIT_01234

BET_0123 WIN_45678 PAID_90123

Foreign: ROTCH LOVE WINK SILK 99:
4 year-old female
This type of a horse is of speed-type and
her ability is completed at an early age,
but the growth is stopped early.

CURRENT PLAYER'S HORSE: 3 HORSES

SPECIAL WEEK	4 year-old male	280
ROTCH LOVE WINK	4 year-old female	80
SILK JUSTICE	5 year-old male	370

More five horses can be purchased.

NEW GI

FIG. 9

307

305

(Foreign) ROTCH LOVE WINK SILK 99 4 year-old female
CHESTNUT FATHER: SILK JUSTICE
MOTHER: PREMIUM THUNDERS
GRAND FATHER: OGURICAP EXCELEN
GROWTH TYPE: LATE DEVELOPER
SUITABLE DISTANCE: MIDDLE DISTANCE
BROTHER: SHINKHO SPLENDOR
EARNINGS: 2300

xxx BET PURCHASE COMMENT

DATA PURCHASE PLAYER'S HORSE NOMINATE TRAINING RAISING BETTING TICKET GUIDE CANCEL EJECT CARD

PURCHASED
SELECT STABLE NEXT
SELECT FROM THREE TYPES!

NORMAL STABLE
AVERAGE HORSE

STAMINA STABLE
HORSE SUITABLE FOR LONG DISTANCE

SPEED STABLE
AVERAGE HORSE

304A 304a 304B 304C

FIX FIX FIX

Foreign: ROTCH LOVE WINK SILK 99:
4 year-old female
This type of a horse is of speed-type and
her ability is completed at an early age,
but the growth is stopped early.

CURRENT PLAYER'S HORSE: 3 HORSES

		EARNINGS
SPECIAL WEEK	4 year-old male	280
ROTCH LOVE WINK	4 year-old female	80
SILK JUSTICE	5 year-old male	370

More five horses can be purchased.

NEW GI

BET_0123

WIN_45678

PAID_90123

BET WILL BE CLOSED SOON!

CREDIT_01234

301

FIG.10

Foreign: ROTCH LOVE WINK SILK 99:
4 year-old female

This type of a horse is of speed-type and her ability is completed at an early age, but the growth is stopped early.

311

311a

312

312a

301

312d

312c

DATA

PURCHASE PLAYER'S HORSE

NOMINATE

TRAINING

RAISING

BETTING TICKET

GUIDE

CANCEL

EJECT CARD

CREDIT_01234

1. SELECT INITIAL OF HORSE'S NAME.

A **SERIES** **K** **SERIES** **S** **SERIES** **T** **SERIES** **N** **SERIES**

H **SERIES** **M** **SERIES** **V** **SERIES** **R** **SERIES** **W** **SERIES**

2. PUSH THE BUTTON TO FIX!

FIX **KONAMI IDLE** **FIX** **KONAMI WINDS** **FIX** **KONAMI VELTY**

NEXT **BACK**

CURRENT PLAYER'S HORSE: 3 HORSES

	EARNINGS	
SPECIAL WEEK	4 year-old male	280
ROTCH LOVE WINK	4 year-old female	80
SILK JUSTICE	5 year-old male	370

NEW GI

More five horses can be purchased.

BET_0123 **WIN_45678** **PAID_90123** **CREDIT_01234**

BET WILL BE CLOSED SOON!

FIG. 11

<div style="float: left; width: 15%;"> DATA PURCHASE PLAYER'S HORSE </div> <div style="float: left; width: 15%;"> NOMINATE </div> <div style="float: left; width: 15%;"> TRAINING </div> <div style="float: left; width: 15%;"> RAISING </div> <div style="clear: both;"></div>						BETTING TICKET								GUIDE CANCEL EJECT CARD	
<div style="margin-bottom: 10px;"> FATHER: SUNDAY SILENCE KING MOTHER: CAMPAIGN GIRL GRAND FATHER: MARUZENSKY </div> <div style="margin-bottom: 10px;"> GROWTH TYPE: LATE DEVELOPER Stamina <input type="text"/> SUITABLE DISTANCE: UNIVERSAL Speed <input type="text"/> </div> <div style="margin-bottom: 10px;"> PAST FORM: 4-1-2 SPECIAL WEEK <input type="text"/> EARNINGS <input type="text"/> Condition <input type="text"/> </div> <div style="margin-bottom: 10px;"> RETIRE <input type="checkbox"/> </div>						OAKS PRIZE MONEY FIRST *** SECOND *** START CONDITION (SPECIFY FEMALE HORSE) Limited to 4 year-old PRIZE MONEY LIMIT NOT LESS THAN 000 CLOSED		EPSON C PRIZE MONEY FIRST *** SECOND *** START CONDITION (SPECIFY FEMALE HORSE) Limited to 4 year-old PRIZE MONEY LIMIT NOT LESS THAN 000 xx BET NOMINATABLE		DERBY PRIZE MONEY FIRST *** SECOND *** START CONDITION (SPECIFIED) Limited to 4 year-old PRIZE MONEY LIMIT NOT LESS THAN 000 xx BET NOMINATABLE		MFGUERO MEMORIAL PRIZE MONEY FIRST *** SECOND *** START CONDITION (SPECIFY MALE HORSE) Older than 4 year-old PRIZE MONEY LIMIT NOT LESS THAN 000 xx BET NOMINATABLE		YASUDA MEMORIAL PRIZE MONEY FIRST *** SECOND *** START CONDITION (SPECIFY FEMALE HORSE) Limited to 4 year-old PRIZE MONEY LIMIT NOT LESS THAN 000 xx BET NOMINATABLE	
<div style="margin-bottom: 10px;"> ROTCHE LOVE WINK 4 year-old female 80 </div> <div style="margin-bottom: 10px;"> SILK JUSTICE 5 year-old male 370 </div> <div style="margin-bottom: 10px;"> AIR GROOVE 5 year-old female 540 </div> <div style="margin-bottom: 10px;"> (Foreign) PREMIUM TRAUER 5 year-old male 1400 </div> <div style="margin-bottom: 10px;"> OGURICAP 4 year-old female 2300 </div> <div style="margin-bottom: 10px;"> SHUNKO SPLENDOR 5 year-old male 80 </div> <div style="margin-bottom: 10px;"> ERIMO EXCEL 4 year-old female 110 </div>						CLOSED NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES RECORDED NOMINATABLE CONDITION DISAGREES		CLOSED NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES RECORDED NOMINATABLE CONDITION DISAGREES		CLOSED NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES RECORDED NOMINATABLE CONDITION DISAGREES		CLOSED NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES RECORDED NOMINATABLE CONDITION DISAGREES		CLOSED NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES NOMINATABLE CONDITION DISAGREES RECORDED NOMINATABLE CONDITION DISAGREES	
BACK BUCK NEXT						BET WILL BE CLOSED SOON!									
BET_0123		WIN_45678		PAID_90123		CREDIT_01234									

FIG. 12

<p>FATHER: SUNDAY SILENCE KING MOTHER: CAMPAIGN GIRL GRAND FATHER: MARUZENSKY</p>	<p>GROWTH TYPE: LATE DEVELOPER Stamina [] SUITABLE DISTANCE: UNIVERSAL Speed []</p>	<p>RETIRE</p>	<p>PAST FORM: 4-1-2 EARNINGS Condition</p>	<p>SPECIAL WEEK 4 year-old male 280</p>																																									
<p>Q R S T U V W X Y Z HORSE NAME</p>																																													
<p>NEXT ↑</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>ROTCH LOVE WINK</td> <td>4 year-old female</td> <td>80</td> </tr> <tr> <td>BILK JUSTICE</td> <td>5 year-old male</td> <td>370</td> </tr> <tr> <td>AIR GROOVE</td> <td>5 year-old female</td> <td>840</td> </tr> <tr> <td>(Foreign) PREMIUM THUNDER</td> <td>6 year-old male</td> <td>1400</td> </tr> <tr> <td>OGURICAP</td> <td>4 year-old female</td> <td>2000</td> </tr> <tr> <td>SHINKO SPLENDOR</td> <td>5 year-old male</td> <td>60</td> </tr> <tr> <td>ERIMO EXCEL</td> <td>4 year-old female</td> <td>180</td> </tr> </table> <p style="text-align: right;">BACK ↓</p>	ROTCH LOVE WINK	4 year-old female	80	BILK JUSTICE	5 year-old male	370	AIR GROOVE	5 year-old female	840	(Foreign) PREMIUM THUNDER	6 year-old male	1400	OGURICAP	4 year-old female	2000	SHINKO SPLENDOR	5 year-old male	60	ERIMO EXCEL	4 year-old female	180	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th colspan="2">RECORDED. SELECT JOCKEY!</th> <th colspan="2">PREVIOUS TIME</th> <th colspan="2">TAKE KHO ALLOWANCE xx%</th> <th colspan="2">MATSU NAGA MIKI ALLOWANCE xx%</th> <th colspan="2">TAKE KHO ALLOWANCE xx%</th> </tr> <tr> <td>OAKS</td> <td>PRIZE MONEY FIRST *** SECOND ***</td> <td>DERBY</td> <td>PRIZE MONEY FIRST *** SECOND ***</td> <td>MEGURO MEMORIAL</td> <td>PRIZE MONEY FIRST *** SECOND ***</td> <td>YASUDA MEMORIAL</td> <td>PRIZE MONEY FIRST *** SECOND ***</td> <td></td> <td></td> </tr> </table>				RECORDED. SELECT JOCKEY!		PREVIOUS TIME		TAKE KHO ALLOWANCE xx%		MATSU NAGA MIKI ALLOWANCE xx%		TAKE KHO ALLOWANCE xx%		OAKS	PRIZE MONEY FIRST *** SECOND ***	DERBY	PRIZE MONEY FIRST *** SECOND ***	MEGURO MEMORIAL	PRIZE MONEY FIRST *** SECOND ***	YASUDA MEMORIAL	PRIZE MONEY FIRST *** SECOND ***		
ROTCH LOVE WINK	4 year-old female	80																																											
BILK JUSTICE	5 year-old male	370																																											
AIR GROOVE	5 year-old female	840																																											
(Foreign) PREMIUM THUNDER	6 year-old male	1400																																											
OGURICAP	4 year-old female	2000																																											
SHINKO SPLENDOR	5 year-old male	60																																											
ERIMO EXCEL	4 year-old female	180																																											
RECORDED. SELECT JOCKEY!		PREVIOUS TIME		TAKE KHO ALLOWANCE xx%		MATSU NAGA MIKI ALLOWANCE xx%		TAKE KHO ALLOWANCE xx%																																					
OAKS	PRIZE MONEY FIRST *** SECOND ***	DERBY	PRIZE MONEY FIRST *** SECOND ***	MEGURO MEMORIAL	PRIZE MONEY FIRST *** SECOND ***	YASUDA MEMORIAL	PRIZE MONEY FIRST *** SECOND ***																																						
<p>DATA PURCHASE PLAYER'S HORSE NOMINATE TRAINING RAISING BETTING TICKET GUIDE CANCEL EJECT CARD</p>																																													

28

[illegible]

341a

SATSUKI PRIZE

KIKKA PRIZE

OAKS

TENNHO PRIZE

NHK MILE C

9/19

TAKAMATSU YA MEMORIAL

TAKARAZUKA MEMORIAL

HANSHIN 3 YEAR-OLD FEMALE HORSES

LEADING JOCKEY

TAKE YUTAKA

SAWAUCHI

OKABE

MATOBA

HEBINA TADASHI

PERCENTAGE OF FIRST OR SECOND

FIRST ARRIVAL

SECOND ARRIVAL

FOURTH AND THEREAFTER

DATA

PURCHASE PLAYER'S HORSE

NOMINATE

TRAINING

RAISING

BETTING TICKET

GUIDE

CANCEL

EJECT CARD

ACQUISITION CONDITION

PAST FORM

NEXT

SPECIAL WEEK

ROTCH LOVE WINK

SILK JUSTICE

AIR GROOVE

(Foreign) PREMIUM THUNDER

OGURICAP

SHINKO SPLENDOR

ERIND EXCEL

4 year-old male

4 year-old female

6 year-old male

6 year-old female

6 year-old male

4 year-old female

6 year-old male

4 year-old female

EARNING

280

80

370

540

1400

2300

60

180

FOURTH OF RUNNING AND THEREAFTER

LONG REST

LONG REST

LONG REST

G2

G3

OPEN

G1

LONG REST

THIRD OF RUNNING AND THEREAFTER

CONOMI ON

OPEN

G1

G1

G2

G1

G1

LONG REST

ORDER OF ARRIVAL

2

2

1

2

1

2

2

7

SECOND OF RUNNING AND THEREAFTER

G2

G3

G1

OPEN

G2

G1

G1

OPEN

ORDER OF ARRIVAL

4

2

2

2

1

4

6

5

PRELIMINARY

OPEN

G3

FIG.15

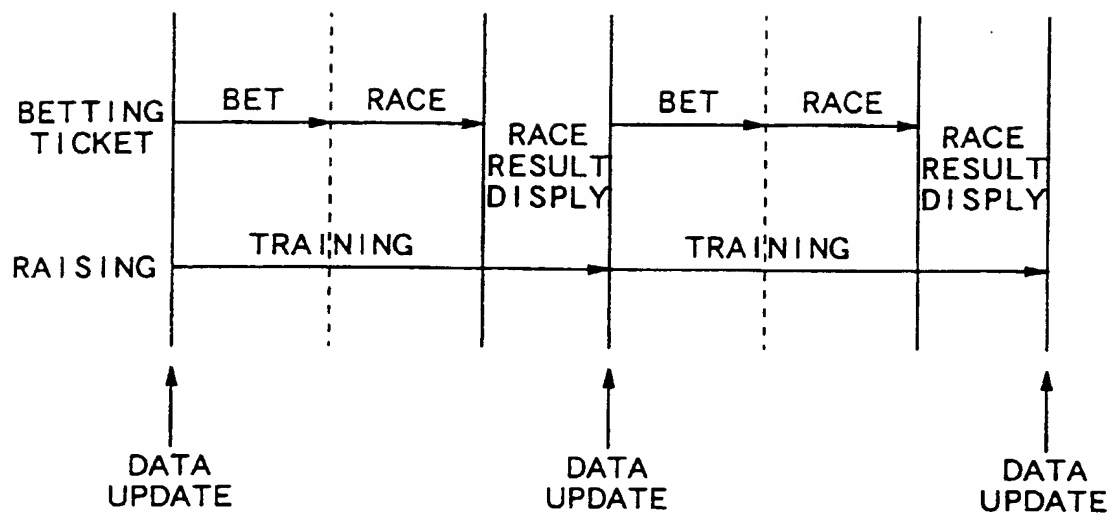


FIG.16

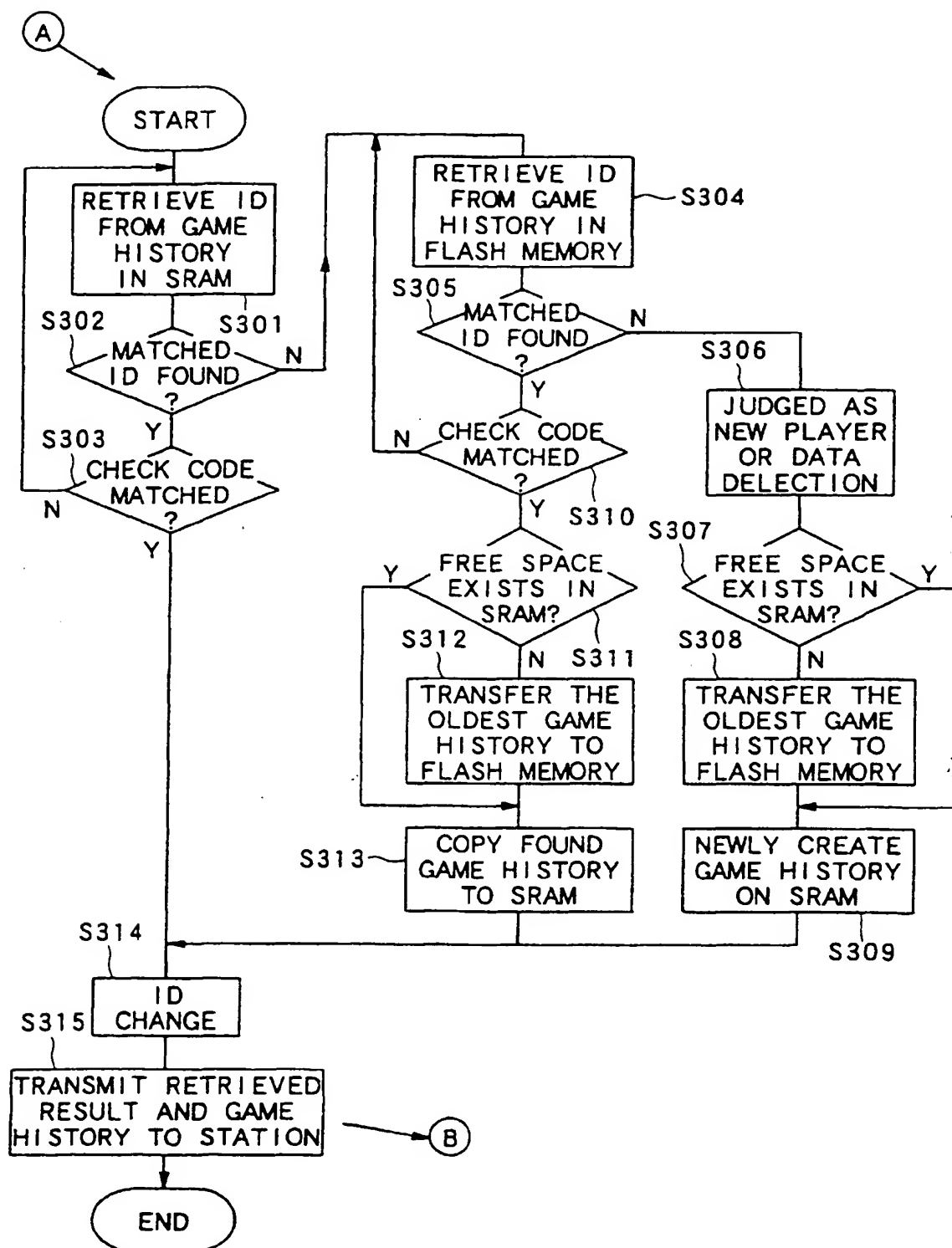


FIG.17

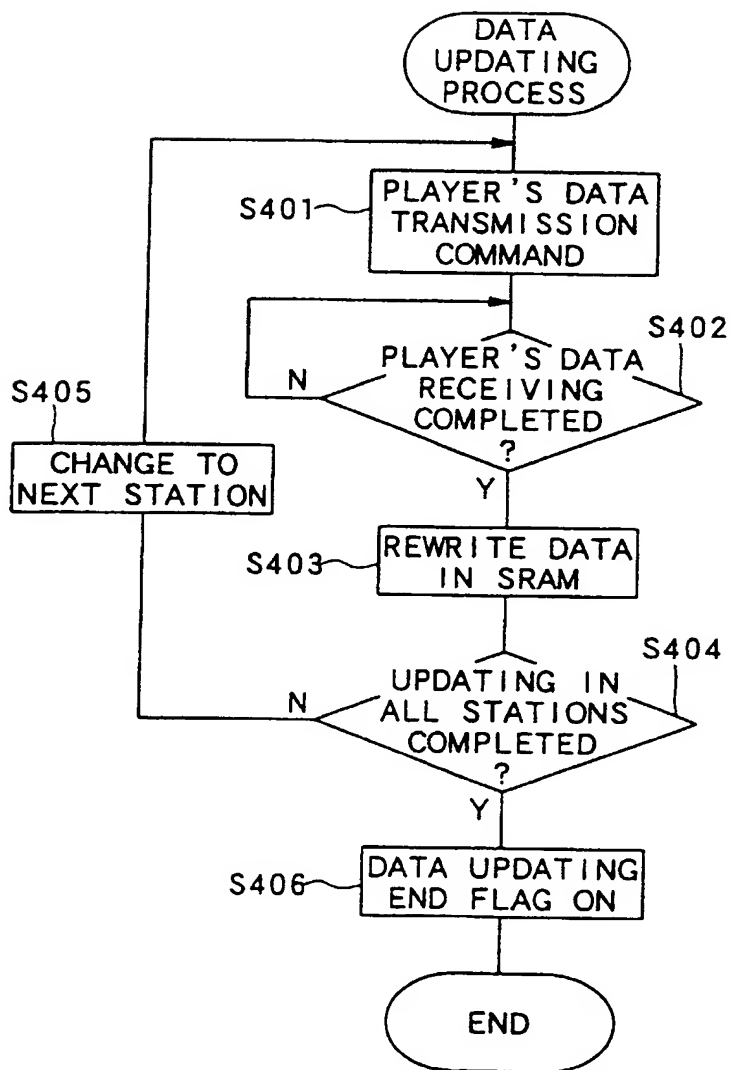


FIG. 18 352

HORSE NAME	JOCKEY	RUNNING TYPE	PREVIOUS RACE	TIP	STARDX 1	COMMENT	ODDS
1 SPECIAL WEEK	TAKE YUTAKA	FRONT RUNNER	2-3-74-1	0	STARDX 3	HOW HOLDING-ON	2.5
2 ROTCH LOVE WINK	MATSUNAGA MIKI	COME FROM BEHIND	1-1-512-3	0		HOW HOLDING-ON	5.3
3 SILK JUSTICE	TAKE YUTAKA	FOLLOW THE RACE	8-11-6-2	0	STARDX 5	HOW HOLDING-ON	15.2
4 AIR GROOVE	MATSUNAGA MIKI	FRONT RUNNER	1-2-3-3	0		HOW HOLDING-ON	8.5
5 (Foreign) PREMIUM THUNDER	TAKE YUTAKA	ALL-MIGHTY	4-5-1-1	0	STARDX 2	HOW HOLDING-ON	111.2
6 OGURICAP	MATSUNAGA MIKI	FRONT RUNNER	2-2-2-2	0		HOW HOLDING-ON	23.4
7 SHINKO SPLENDOR	TAKE YUTAKA	COME FROM BEHIND	6-1-1	0		HOW HOLDING-ON	88.8
8 ERIMO EXCEL	MATSUNAGA MIKI	FOLLOW THE RACE	2-1-3-4	0	STARDX 1	HOW HOLDING-ON	2.5

WINNING TICKET		RAISING		BETTING TICKET		GUIDE	CANCEL	EJECT CARD
1 00 x 3.5	2 00 x 23.4	3 00 x 15.2	4 00 x 6.5	1	2	BOX		
5 00 x 111.2	6 00 x 23.9	7 00 x 68.6	8 00 x 2.5	BOX	3	BOX		
				5	6	BOX		
					7	BOX		
					8	BOX		
					9	BOX		
					10	BOX		

Bracket Quinella combination	
1-2 00 x 53.9	2-3 00 x 334.1
1-3 00 x 21.6	2-4 00 x 171.8
1-4 00 x 6.5	2-5 00 x 236.1
1-5 00 x 7.8	2-6 00 x 406.4
1-6 00 x 50.9	2-7 00 x 115.6
1-7 00 x 3.8	2-8 00 x 354.5
1-8 00 x 23.4	2-9 00 x 101.2
1-9 00 x 11.3	2-10 00 x 35.2
1-10 00 x 93.5	2-11 00 x 8.4
1-11 00 x 175.4	2-12 00 x 21.5
1-12 00 x 56.1	2-13 00 x 7.3
1-13 00 x 49.6	2-14 00 x 42.9
1-14 00 x 210.8	2-15 00 x 17.7
1-15 00 x 8	2-16 00 x 10

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**ANNEX TO THE EUROPEAN SEARCH REPORT
ON EUROPEAN PATENT APPLICATION NO.**

EP 00 30 2754

This annex lists the patent family members relating to the patent documents cited in the above-mentioned European search report. The members are as contained in the European Patent Office EDP file on
The European Patent Office is in no way liable for these particulars which are merely given for the purpose of information.

13-07-2001

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		AT 116754 T	15-01-1995
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EPO FORM P0489

For more details about this annex : see Official Journal of the European Patent Office, No. 12/82



European Patent
Office

EUROPEAN SEARCH REPORT

Application Number
EP 00 30 2754

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.7)
A	EP 0 360 613 A (BALLY MFG CORP) 28 March 1990 (1990-03-28) * column 2, line 22 - column 3, line 19 * * abstract; claims 2,11; figure 3 *	1-8, 14-17	G07F17/32
A	EP 0 307 925 A (GTECH CORP) 22 March 1989 (1989-03-22) * column 9, line 40 - column 10, line 1 * * claims 1,4,5; figures 1-3 *	1-8, 14-16	
A	US 4 268 744 A (MCGEARY THOMAS C) 19 May 1981 (1981-05-19) * abstract; claim 1; figure 1 *	1,14,15	
The present search report has been drawn up for all claims			TECHNICAL FIELDS SEARCHED (Int.Cl.7)
			G07F
Place of search		Date of completion of the search	Examiner
THE HAGUE		13 July 2001	Reule, D
<p>CATEGORY OF CITED DOCUMENTS</p> <p>X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document</p> <p>T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document</p>			

EPO FORM 1503 03 82 (Pdc001)

(19)



Europäisches Patentamt
European Patent Office
Office européen des brevets



(11)

EP 1 041 525 A3

(12)

EUROPEAN PATENT APPLICATION

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05.09.2001 Bulletin 2001/36

(51) Int Cl.7: **G07F 17/32**

(43) Date of publication A2:
04.10.2000 Bulletin 2000/40

(21) Application number: **00302754.7**

(22) Date of filing: **31.03.2000**

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(72) Inventors:
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• **Ando, Takuya**
Kawasaki-shi, Kanagawa-ken (JP)

(30) Priority: **02.04.1999 JP 9574099**

(71) Applicant: **Konami Co., Ltd.**
Tokyo (JP)

(74) Representative: **Haley, Stephen**
Gill Jennings & Every,
Broadgate House,
7 Eldon Street
London EC2M 7LH (GB)

(54) Game system

(57) A game system which is capable of ensuring continuity of a game is provided. A game system for paying for recreation value according to progress of a game, has a magnetic information reading device for reading information in an attachable/detachable recording medium, an SRAM for storing state and history of a suspended game corresponding to each of the recording media, and a medal management device for paying for

recreation value according to progress of the game. Specifying information for specifying each of the recording media is recorded in each of the recording media, the state and history of the game are stored in the SRAM corresponding to the specifying information, and the rest of the game is continuously progressed by using the state and history of the game which were stored in the RAM corresponding to the specifying information read by the magnetic information reading device.

FIG. 4A

PLAYER'S DATA

ID CODE	
PERSONAL INFORMATION	PLAYER'S NAME(PREFIX TO BE GIVEN TO PLAYER'S HORSE),TOTAL NUMBER OF PLAY TIMES,ETC.
PLAYER'S HORSE INFORMATION	NAME CODE,SEX,HORSE TYPE INFORMATION (GROWTH TYPE),AGE,NUMBER OF START TIMES,SPEED,STAMINA,CONDITION,EARNINGS,PAST FORM(FIRST,SECOND,FOURTH AND THEREAFTER),TRAINING TYPE
FINAL PLAY DATE	
REWRITING INFORMATION	
CHECK CODE	

FIG. 4B

MAGNETIC CARD INFORMATION

ID CODECHECK CODE
CHECK CODE
OTHER INFORMATION (SCREEN LAYOUT INFORMATION, ETC)

} SPECIFYING
INFORMATION